The Tempus Fugitives

Cult Mechanicus

Written by S Mackaness

Horus Heresy Edition

WARHAMMER 40,000

INTRODUCTION

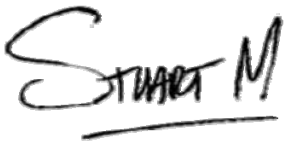
IMPORTANT: THIS IS NOT AN OFFICIAL CODEX. IT IS A SUPPLIMENTARY ARMY LIST FOR USE WITH TEMPUS FUGITIVE EVENTS AND SHOULD NOT BE CONSIDERED IN ANY WAY OFFICIAL OUTSIDE OF THOSE EVENTS. THAT SAID THE UNITS AND RULES WITHIN HAVE BEEN PLAYTESTED AND DEVELOPED WITH BALANCE AND FAIRNESS IN MIND AND PLAYERS ARE WELCOME TO USE THESE RULES IN THEIR OWN GAMES OF WARHAMMER 40,000.

The Tempus Fugitives have designed this army list to be (we hope) as enjoyable and fun to use as possible. It is our hope that we can repay some small part of the kindness that the gaming community has shown us over the years and organise a top notch event that everyone can enjoy.

The fantastic front cover is by the extremely talented artist Ian Field-Richards. You can see more of his work at http://www.zilla774.com/

Several people have attempted various incarnations of an Adeptus Mechanicus army list and I give full credit to their work, particularly Tim Huckleberry. However, this document is an evolution of the development of the Cult Mechanicus armies used at Tempus Fugitive events and any similarity is more likely due to a common point of inspiration rather than any deliberate duplication on my part. That said, one or two ideas may have in fact originated in the community rather than from the original source material and I apologise in advance if anything appears here that has not been properly credited.

Special thanks to the members of the Legio Victorum, and Legio Praetor, past and present. Without your feedback and support this document would not be here today.



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THE ADEPTUS MECHANICUS

The Adeptus Mechanicus covet technology in all its forms and await the arrival of the Omnissiah, a prophesised physical avatar of the Machine God. The Adeptus Mechanicus believe that all technology is inhabited by a Spirit of the Omnissiah, a lesser aspect of their central deity. A reasonable man might suggest that they are mistaking the primitive remnants of Artificial Intelligence found in Imperial technology, for something spiritual. However the Cult Mechanicus are far from reasonable men…

The ultimate goal of the Cult Mechanicus is to understand the Omnissiah. The communal and personal attempt at this is known as the Quest for Knowledge, and followers view this endeavour as paramount as and more important than any other concern. Generally, the Quest is pursued by scientific and exploratory endeavour. The Cult believes that all knowledge already exists, and it is primarily a matter of time before it can be gathered together to complete the Quest. It is therefore disinclined to perform much original research, and considers it more important to safeguard that which it has already accrued and gather more by searching for STC templates and the like. Some original research does happen, although the results of such endeavours are strictly quarantined for many years before being disseminated publicly.

In the Quest for Knowledge, members are guided by the Sixteen Universal Laws. The sixteen laws, or "lores" are as follows:

The Mysteries

01. Life is directed motion.
02. The spirit is the spark of life.
03. Sentience is the ability to learn the value of knowledge.
04. Intellect is the understanding of knowledge.
05. Sentience is the basest form of Intellect.
06. Understanding is the True Path to Comprehension.
07. Comprehension is the key to all things.
08. The Omnissiah knows all, comprehends all.

The Warnings

09. The alien mechanism is a perversion of the true path.
10. The soul is the conscience of sentience.
11. A soul can be bestowed only by the Omnissiah.
12. The Soulless sentience is the enemy of all.
13. The knowledge of the ancients stands beyond question.
14. The Spirit of the Omnissiah guards the knowledge of the ancients.
15. Flesh is fallible, but ritual honours the Spirit of the Omnissiah.
16. To break with ritual is to break with faith.

There are numerous factions within the Adeptus Mechanicus, including the Khamrians, who pursue the forbidden science of artificial or "abominable" intelligence; the Omnissiads, who seek to summon the Machine God into an avatar; and the Organicists, who see biological enhancement as equal to the more common cybernetic enhancements for which the Tech-Adepts are known. Some are accepted, others persecuted as heretics.

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A MAN MAY DIE YET STILL ENDURES IF HIS WORK ENTERS THE GREATER WORK. TIME IS CARRIED UPON A CURRENT INCEPTED BY FORGOTTEN DEEDS. EVENTS OF GREAT MOMENT ARE BUT THE CULMINATION OF A SINGLE CAREFULLY PLACED THOUGHT. AS ALL MEN MUST THANK PROGENITORS OBSCURED BY THE PAST, SO MUST WE ENDURE THE PRESENT THAT THOSE WHO COME AFTER MAY CONTINUE GREATER WORK.

THE CHIME OF EONS - GARBA MOJARO MAGOS PRIME OF THE ADEPTUS MECHANICUS

FORCES OF THE CULT MECHANICUS

This section of the book details the forces used by the Cult Mechanicus - their weapons, their units, and some famous special characters and rare technological marvels that you can choose, such as Kane, the Archmagos Veneratus or Land's Speeder. Each entry describes the unit and gives the specific rules as you will need use them in your games. As such, the army list given later refers to the page numbers of these entries, so you can easily check back as you pick a force.

The Forces of the Cult Mechanicus section is sub-divided into two parts. The first part describes all of the troops and vehicles fielded by the Cult Mechanicus, including the special characters, while the second part details the Cult Mechanicus armoury of weapons and equipment.

CULT MECHANICUS SPECIAL RULES

Blessing of the Omnissiah: As an Adept of the Cult Mechanicus, it is a tech-priest's sacred duty to repair damaged vehicles and restore them to their rightful place on the battlefield. If a friendly vehicle has suffered an Immobilised or Weapon Destroyed result then there is a chance the adept can rekindle its angered war spirit. To do this a model with the 'Blessing of the Omnissiah' special rule must be in base contact with the damaged vehicle in the Shooting Phase of the Cult Mechanicus turn. Instead of firing with the adept, roll a D6 and if the result is a 5 or more then either a Weapon Destroyed result or Immobilised result (owning player's choice) will be repaired. Once a weapon is repaired it can be fired in the next Shooting Phase. The adept may not repair if gone to ground or falling back. Regardless of any bonuses applied, a natural roll of a 1 always fails.

Digital Weapons: Concealed lasers fitted into bionic implants, digital weapons lack the power to be used at range but can be triggered to be used in close combat to take advantage of an exposed weakness. A model armed with digital weapons can re-roll a single failed roll to wound in each Assault phase.

Heavy Bionics: Certain favoured Skitarii receive additional augmentation making them hardier and more resilient to damage. Skitarii with the Heavy Bionics special rule have a 5+ Feel No Pain roll.

Servo Arm: A Servo Arm grants the model an additional close combat attack at Strength 8 Initiative 1 ignoring armour saves.

Servo Harness: The servo-harness is an upgrade for a servo arm and incorporates the following features: a second servo-arm (giving the model two servo-arm attacks), a plasma cutter (which counts as a twin-linked plasma pistol but cannot be used in close combat) and a Graviton Gun. A model with a servo-harness gains +1 to the dice when attempting to repair a damaged vehicle (See Blessing of the Omnissiah special rule).

Touch of the Luminen: The Electro-Avatar and Electro Priests are able to conduct the energy in their bodies into various lethal discharges. The Touch of the Luminen counts as a power weapon in combat. Any model wounded but not killed by a hit may not attack again until after all Initiative 1 attacks have been resolved in the next Assault phase. Vehicles hit by the Luminen Touch are automatically Crew Shaken in addition to any other result they may suffer. Super Heavy vehicles suffer a gun crew shaken result instead.

SKITARII

Skitarii is the Adeptus Mechanicus' official term for all military forces under its command (except for the Titan Legions and certain vehicle squadrons). It is a term equivalent to 'the Imperial Guard' as it generally includes almost all combat personnel and armour that the Mechanicus possess. Skitarii are known as Tech-Guard to outsiders. In the Cult Mechanicus army, there are certain distinctive traits that apply to all Skitarii, no matter what their specific role is on the battlefield. Of course there will be some units in the army list that are Skitarii in the background sense of the word but for game purposes are not classed as such. All models with the designation Skitarii benefit from the following special rules:

Bionics: All Skitarii have received augmentation by the tech-priests to some degree or another. As a result they have superior constitutions that can shake off some forms of damage that might otherwise incapacitate mere flesh and bone. All Skitarii have a 6+ Feel No Pain roll.

Machine Cultists: All Skitarii are devoted to the Cult Mechanicus and as such will rally around artefacts of the all powerful Omnissiah. Any Skitarii unit which fails a Morale check may immediately re-roll if it is within 12" of an Icon of the Machine-God. Titans are, naturally, Icons of the Machine-God and as such all Skitarii may re-roll a failed Morale check.

Shell-Shocked: Skitarii spend their entire lives either fighting at the feet of titanic war-engines or crewing battlefield artillery, surrounded by the constant din of massive ordnance. Though this does not make them ignorant to the concept of being blown to smithereens it does give them a certain detachment to enemy fire. Skitarii may re-roll all failed pinning tests and may not voluntarily go to ground.

Master Craftsmen: The superior craftsmanship in the ranged equipment of the Skitarii surpasses even that of the Adeptus Astartes. As a result all rolls to hit of a 1 for shooting attacks may be re-rolled (although the wound caused by an overheating plasma weapon still applies). Blast weapons may <u>not</u> re-roll the scatter dice but may re-roll the distance scattered.

Bolster Defences: The Cult Mechanicus are expert builders and can quickly identify weak spots in a fortification. Any ruin into which a Skitarii unit is deployed at the start of the battle is considered to have been reinforced by the Tech Priests prior to engaging the enemy. As a result the cover save of any ruins that have Skitarii units in base contact with them at the start of the battle is increased by +1 for the duration of the game. A ruin can only be bolstered once.

SECUTORS

Tech Priest Cabals engaged on the battlefield often include members of the Secutor order. Huge creatures of steel, bedecked in powerful and sometimes ancient weaponry, Secutors embody the military potential of the Mechanicus in the arts of siege warfare, destruction and death. Secutors often have extensive martial enhancements such as pistol-armed mechadendrites, brutal close combat weapons and the special machinator array that vastly enhances their bulk, armour up their internal organs and increase the ability for weapon systems to interface with their implants.

Secutors are members of military sects and formations within the Adeptus Mechanicus that devote themselves to the art of warfare with a fervour other tech-priests normally reserve for tinkering with ancient technology. To them, the protection of the technological mysteries of the machine cult, from those who would misuse them, is a far greater concern than anything else, including human lives and the other concerns of the Mechanicus.

Some tech-priests become secutors because of a hatred of tech-heretics and love of war and conflict, while others are fascinated by the intellectual challenges of warfare, strategy or perhaps a love of weaponsmithing. Others, of course, merely use the path of the Secutor as a mean to further their political power, not minding extensive grafts of siege weaponry to their body if it means coming ahead in the Adeptus. At the behest at their Archmagos masters of the Forge World they hail from, secutors are sent along with explorator fleets, Imperial Guard regiments and Rogue Traders to retrieve ancient technology, often where such retrieval is made extremely dangerous by the presence from xenos or chaos forces, and the martial skill of a secutor is needed to ensure the protection of tech-treasures.

"Thus do we smite the heresies against the Machine God,
Thus do we sunder what once was whole."

Chant of the Secutors

	WS	BS	S	T	W	I	A	LD	Sv
Secutor	4	4	3	4	1	3	2	8	3+

SPECIAL RULES

Fearless, Skitarii, Relentless.

Smite the Machine: The Secutor reserves its full fury against the machinery of the xenos and traitors who stand in the way of the Machine God's true path. Any close combat or shooting hits against a target vehicle automatically cause a single glancing hit in addition to any other damage (if any).

Righteous Fury: A Secutor Tech Priest and his unit re-roll any failed To Hit rolls in close combat on the turn in which they assault. Righteous Fury has no effect on Praetorian Auxillia or COG's who are simply confused by the Secutor's archaeo-rhetoric.

WARGEAR

Heavy Bionics (see Pg XX)

Signum (see Pg XX)

DEDICATED TRANSPORT VEHICLES

The following vehicles are available to many of the units in a Cult Mechanicus army. Although they do not use up any force organisation chart selections, they otherwise function as separate units. See the Transport Vehicles section of the 5th Edition Warhammer 40,000 rulebook.

MECHANICUS TERMITE

50 POINTS

	BS	FRONT	SIDE	REAR
Mechanicus Termite	3	12	12	-

Termites, like their larger cousins the Mole and Hellbore, are used as subterranean transports to deliver units across the battlefield under enemy entrenchments and defences.

Unit Composition
- 1 Termite

Vehicle Type
- Open Topped

Special Rules

- **Access Points - 2**: The Termite has two side hatches which are used as access points by the passengers. Once it has been deployed, the Termite cannot be embarked upon.

- **Buried**: The Termite has no rear armour value as it is underground, instead resolve a rear attack onto a side facing.

Crew: Servitors

Transport Capacity: May carry up to 14 models.

Wargear
Twin-Linked Meltagun mounted in hull
Drill mounted in the hull
Spirit of the Omnissiah
Smoke Launchers
Searchlight

Subterranean Assault: At the beginning of the Cult Mechanicus player's first turn, you may choose up to half (rounding up) of the Termites kept in reserve to make a Subterranean Assault move. Termites making this move arrive on the player's first turn using the Deep Strike rules. The arrival of the remaining units held in reserve is rolled for as normal.

Movement: Once emerged, the Termite capsule becomes permanently immobile.

Options
May take any of the following: Electro Hull at +20 pts and Skitarii Crew at +10 pts

Drill Attack: Any model assaulting the Termite in its front arc takes a S8 hit from the drill on a 4+ before any attacks are made. The hit ignores armour saves and penetrates vehicles on 2d6.

Tunneller: Termite Capsules enter play from reserve, even if reserves are not normally allowed by the scenario being played. When the capsule arrives you may place the pod anywhere on the table as long as it is not in impassable terrain or within 1" of an enemy model. Roll a Scatter dice, if a hit results the capsule emerges on target otherwise it scatters 2D6" in the direction shown. If this movement would take it into impassable terrain or within 1" of an enemy model reduce the scatter distance by the minimum necessary to avoid it/them. Once the capsule has emerged, the exit doors blast open and all passengers immediately disembark. The passengers may not make additional movement or assault that turn. The may shoot but count as moving.

MECHANICUS CENTAUR

35 POINTS

	BS	FRONT	SIDE	REAR
Centaur	3	11	10	10

The Centaur is a small lightly armoured vehicle designed to quickly deploy small teams of Praetorians and other elite forces to key positions on the battlefield.

Unit Composition
- 1 Centaur

Vehicle Type
- Fast (Open Topped)

Transport Capacity
May carry up to 5 models.

Crew: Servitor

Wargear
Searchlight
Smoke Launchers

Options

- May take one of the following on a Pintle Mount: twin-linked Bolter +10 pts <u>or</u> Plasma Gun for +15 pts.

- May take any of the following: Extra Armour at +15 pts, Electro Hull at +20 pts, Hover Lifters at +20 pts, Insectomorphic at +15 pts, Dozer Blade at +10 pts and Skitarii Crew at +10 pts

Stable Firing Platform
One model aboard the Centaur may fire their weapon as though it were mounted on the Centaur itself.

Vehicle Upgrades

Electro Hull: With the authority of the Luminen, the vehicle has been wired with powerful electrical cabling on its exterior, delivering a powerful shock to any enemy models attempting to attack it. At the beginning of each Assault Phase after all models have moved, any models in base contact with the vehicle takes an immediate Strength 5 hit on a 4+. Any unit which suffers a wound must take an immediate pinning test. Walkers hit by the Electro Hull are automatically Crew Shaken in addition to any other result they may suffer.

Extra Armour: Vehicles with extra armour count Crew Stunned results on the Vehicle Damage table as a Crew Shaken result instead even though the Spirit if the Omnissiah would normally allow the vehicle to ignore Crew Shaken.

Hover Lifters: Extensive retrofitting is done on some vehicles to remove their normal tracked drive system and mount anti-grav plates and thrusters. The vehicle gains the ability *Skimmer*.

Insectomorphic: Multiple legs are attached to the vehicle lifting it off the ground and traversing the battlefield in an eerie mimicry of the motion of mankind. The vehicle gains the ability *Walker* and the *Move through Cover* special rule. Insectomorphic vehicles may always move 6" in the Assault phase but may not use this additional movement to bring it into assault unless it has a WS. If the model has the 'Fast' ability then it replaces it with the *Scout* special rule. This cannot be combined with Hover Lifters.

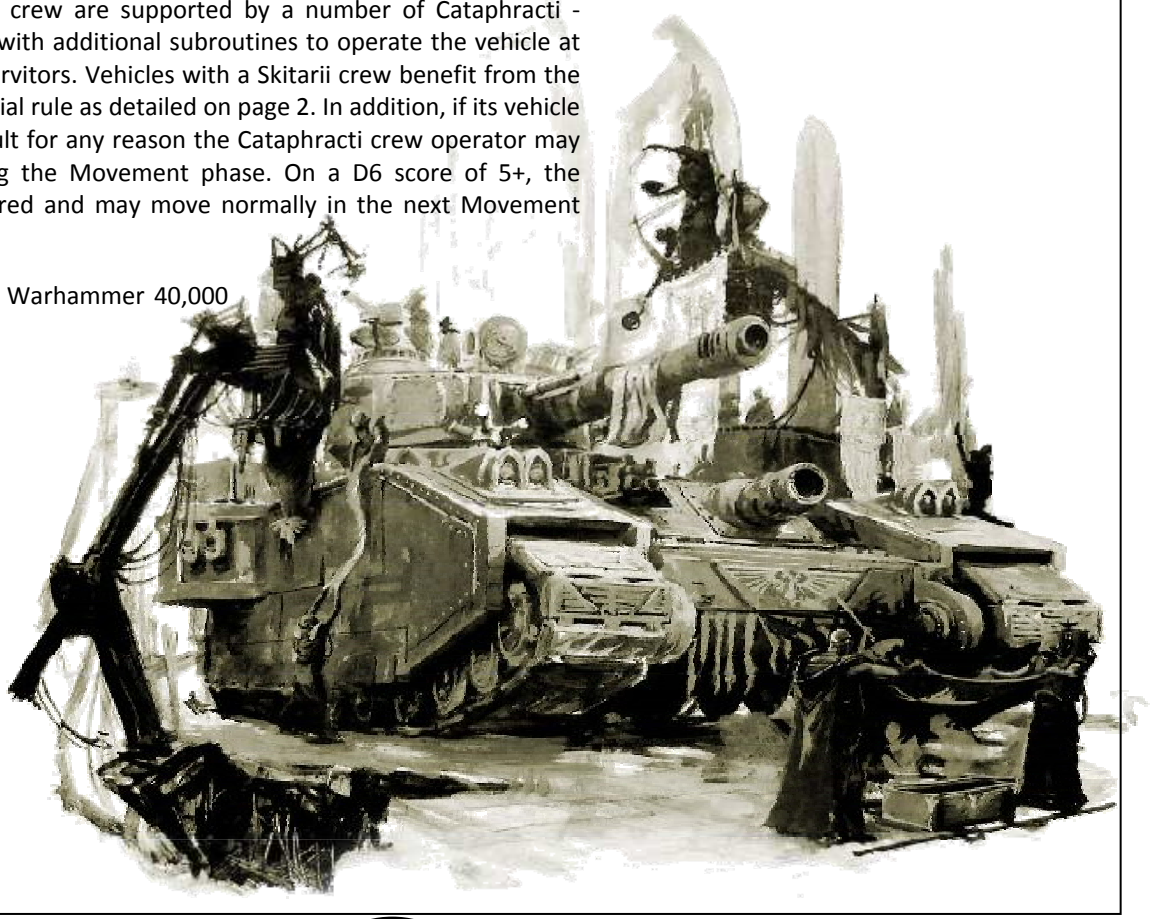
Spirit of the Omnissiah: The vehicle has been fitted with one of the rare and holy vessels of the Spirit of the Omnissiah, there to protect and guide the vehicle from harm. A vehicle with a Spirit of the Omnissiah may ignore Crew or Gun Crew Shaken Results and counts as moving 6" less for the purposes of shooting. For example a Cataphract Chimera moving at 12" (Cruising Speed) counts as moving 6" for shooting purposes (and so may still fire a primary weapon). In addition, a single weapon can be fired at a different target unit to any other weapons, subject to the normal rules for Shooting. **Counts as an Icon of the Machine-God**

Dozer Blade: Equipped with dozer blades or other adaptations, the vehicle can re-roll a failed Difficult Terrain test.

Searchlight: Searchlights are used when the Night Fighting rule is in effect. If the vehicle has a searchlight it must still use the Night Fighting rules to pick a target but, having hit that unit, will illuminate it with the searchlight. For the rest of the shooting phase, any other unit that fires at the illuminated unit does not use the Night Fighting special rules. However, a vehicle that uses a searchlight can be targeted during the following enemy turn as if the Night Fighting rules were not in effect as the enemy can see the searchlight.

Skitarii Crew*:* The servitor crew are supported by a number of Cataphracti - Skitarii specially enhanced with additional subroutines to operate the vehicle at a level above that of the servitors. Vehicles with a Skitarii crew benefit from the Master Crafted Skitarii special rule as detailed on page 2. In addition, if its vehicle suffers an Immobilised result for any reason the Cataphracti crew operator may attempt to repair it during the Movement phase. On a D6 score of 5+, the Immobilised result is repaired and may move normally in the next Movement phase.

Smoke Launchers: See the Warhammer 40,000 rulebook.



HQ

ARCHMAGOS PRIME

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Archmagos Prime	4	5	4	3	3	3	3	10	2+

Once a Quest is undertaken and the Mechanicus go to war the most senior Archmagos is designated Prime and placed at the head of vast armies of combat servitors and Skitarii. It is a foolish creature which stands in the way of these high priests to the Omnissiah.

Unit Composition
- 1 Archmagos Prime

Unit Type
- Infantry

Wargear
- Artificer Armour
- Bolt Carbine
- Power weapon
- Frag and Krak Grenades
- Heavy Bionics
- Servo Arm

Special Rules
- Skitarii
- Blessings of the Omnissiah
- Independent Character
- Icon of the Machine God
- Invulnerable 5+ Save

Options:
- The Archmagos Prime may replace his Servo Arm with a Servo Harness for +25 pts or a Conversion Beamer for +35 pts.
- The Archmagos Prime may take Digital Weapons for +10 pts.

Mechanicus Protectivum: The Archmagos Prime is equipped with this arcane artefact. The Archmagos Prime and all models in a unit he joins receive a 5+ invulnerable save. Any vehicle the Archmagos Prime is transported in is considered Obscured.

Divisiones

The Diviso are the Schools of learning within the Cult Mechanicus. The Archmagos Prime **must** be a member of **one** of the following Divisiones:

Biologis – Land Crawlers are no longer 0-1. The Archmagos increases their Feel No Pain roll to 4+. This may be applied to any unit it joins.

Cybernetica – Legio Cybernetica Cohorts are no longer 0-1 and may re-roll failed Mindlock tests if within 12" of the Archmagos Prime.

Explorator – Warden Landspeeders and Warden Sentinels are no longer 0-1.

Mandati – Master tacticians, the army may re-roll the dice to Seize the Initiative at the start of the battle and may re-roll one reserve roll each turn.

Militaris – A Hypaspist Century gains the Tank Hunter or Counter Attack universal special rule.

Myrmidon – Velites and Assault Engines are no longer 0-1. You may take a single Velites maniple as a Troops choice.

Reductor – Thunderfire and Rapier Batteries are no longer 0-1. Artillery units are improved to AV 11.

Technicus – A Hypaspist Century gains Heavy Bionics.

SKITARII CONSUL

50 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Skitarii Consul	4	4	4	3	3	3	3	9	3+

Even the Magos Prime of a given Quest will rely on the tactical experience of the Skitarii Consul. Commanders of the Skitarii and able to call on Auxilia of Praetorians, Myrmidon and the dread Ordinatus, Consuls embody the fighting will of the Machine-God.

Unit Composition
- 1 Skitarii Consul

Unit Type
Infantry

Wargear
- Power Armour
- Bolt Carbine
- Bolt Pistol
- Frag and Krak Grenades
- Heavy Bionics

Special Rules
- Skitarii
- Independent Character
- Fearless
- Invulnerable 5+ Save

Options:
- The Consul may replace their Bolt Pistol with a Plasma pistol for +15 pts.
- The Consul can replace their Bolt Carbine with a weapon from the following list: Storm Bolter +5 pts, Power Weapon +10 pts or a Power Fist at +25 pts.
- The Consul may take a servo arm at +20 pts.
- The Consul may take melta bombs at +5 pts.

Military Minded
Skitarii Consuls are from the Diviso Militaris as such a Praetorian Maniple may be taken as a Troops choice.

TECH MAGOS CABAL

90 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Tech Magos	4	4	3	3	1	3	1	8	3+

As a Tech-adept progresses and acquires greater knowledge, he is relieved from day to day tasks to study ancient texts and learn the greatest mysteries and techniques. On the battlefield these Tech Magos seek out each others company and pool their expertise so that together they might achieve their Quest.

Cabal Composition
- 3 Tech Magos

Unit Type
- Infantry

Wargear
- Power Armour
- Hell Pistol
- Power weapon
- Frag and Krak Grenades
- Servo Arm

Special Rules
- Skitarii
- Blessings of the Omnissiah

Options
- The Cabal may include up to an additional two Tech Magos for +30 pts each.
- Up to three Tech Magos can be armed with weapons from the following list in place of their Hell Pistol: Bolt Pistol at +5 pts; Grenade Launcher or Graviton Gun at +10 pts; Melta gun at +15 pts; Plasma Gun or Plasma Pistol at +20 pts.
- Any Tech Magos may take Digital Weapons for +10 pts.

Higher Blessings of the Omnissiah: Senior techpriests, a Tech Magos Cabal may make a single attempt to repair damage (see Blessing of the Omnissiah special rule) each turn. They gain +1 to the dice roll for each Tech Magos present.

Transport: A Tech Magos Cabal may be deployed in a Termite for +50 pts or a Centaur for +35 pts.

PROTECTORS MANIPLE

105 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Protector	4	4	3	3	2	3	2	8	3+

Carrying sturdy power staves, Protectors are high ranking Praetorians assigned as bodyguard to a Consul or Magos Prime.

Maniple Composition
- 3 Protectors

Unit Type
- Infantry

Special Rules
- Skitarii
- Fearless
- Heavy Bionics

Wargear
- Hot-Shot Las Gun
- Power Weapon
- Frag & Krak Grenades
- Power Armour

You may take a unit of Protectors for each Archmagos Prime or Consul in your army. They do not use up any Force Organisation Chart selections but are otherwise treated as separate HQ units.

Options
- The Maniple may include up to an additional two Protectors for +35 pts each.
- Any Protector may replace their Hot-Shot Las Gun with a Plasma pistol for +10 pts or a Hot-Shot Las Pistol for free.
- Any Protector can replace their Power weapon for a Power Fist at +10 pts.
- Any Protector may take a servo arm at +20 pts, digital weapons at +10 pts and melta bombs at +5 pts.
- Two Protectors can be armed with weapons from the following list in place of their Hot-Shot Las Gun: Plasma Gun at +10 pts; Melta gun or Graviton Gun at +5 pts; Grenade Launcher for free.

Transport: A Protectors Maniple may be deployed in a Termite for +50 pts or a Centaur for +35 pts (see dedicated transport section).

Protectors: Hits from shooting or close combat that are allocated to any independent characters which have joined a unit of Protectors may instead be allocated to any surviving Protectors.

SERVITOR MANIPLE

10 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Servitor	3	3	3	3	1	3	1	8	4+

Servitors are mono-task adapted slaves that exist solely to assist the adepts of the Cult Mechanicus.

Unit Composition
- 1 Servitor.

Unit Type
- Infantry

Special Rules
- Mindlock

Wargear
Servo arm

You may take 0 - 3 Servitor Maniples in your army. They do not use up any Force Organisation Chart selections but are otherwise treated as separate Troop units. They can never be considered scoring units.

Options
- The Maniple may include up to an additional four Servitors for +10 pts each.
- Up to two Servitors may replace their Servo arms with a heavy bolter for +20 pts; a multi-melta or plasma cannon for +30 pts each.

Mindlock: The altered and fragmented brain of a Servitor functions poorly unless constantly supervised. A unit of Servitors must test for Mindlock at the start of each friendly turn. Roll a D6 for each unit of Servitors on a 4+ the unit functions normally. On a 3 or less the unit may not move, shoot or assault that turn (but will fight if engaged in close combat). If a character with the Skitarii special rule joins the unit they may re-roll any failed test.

KANE, ARCHMAGOS VENERATUS

180 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Kane, Archmagos Veneratus	4	5	6	5	4	3	3	10	2+

The ancient Archmagos Veneratus are the original tech-priests who codified the Mysteries and Warnings of the Cult Mechanicus over ten millennia ago. As age and technological enhancement stripped them of their humanity, so they became more detached from the day-to-day affairs of the Mechanicus and spent longer periods of time in solitude musing on the destiny of humanity. Occasionally, an Archmagos Veneratus will arrive without warning to take command of a Skitarii Legio. They are answerable to no-one, not even the Fabricator General. Their word is lore and their reasons for involving themselves are unfathomable, much like the exotic battlesuits that they pilot into battle.

Unit Composition
1 (Unique)

Special Rules
- Skitarii
- Eternal Warrior
- Heavy Bionics

Unit Type
- Monstrous Creature

Wargear
- Multi-melta
- Conversion Beamer

Terrifying Presence: Enemy units that lose combat in which Kane, Archmagos Veneratus is engaged take their leadership tests at -1.

Founder of the Cult Mechanicus: As an Archmagos Veneratus, Kane has an unbending will and determination brought about by a hundred centuries of vigilance over the Cult Mechanicus. Kane is able to choose to pass or fail any leadership check. Furthermore, the chilling presence of an ancient Archmagos from the time of the Great Crusade has a galvanising effect on both the Skitarii (who tremble at the Veneratus' gaze) and to the enemies of the Omnissiah. As such any **Skitarii** unit with a model within 12" of the Veneratus can choose to pass or fail any leadership test.

LAND'S SPEEDER

215 POINTS

	BS	FRONT	SIDE	REAR
Land's Speeder	4	14	14	10

Arkhan Land was one of the most famous members of the Adeptus Mechanicus. In addition to his duties as a Magos, he spent much of his service as one of the techno-archaeologists, an order of tech-priests who went recovering ancient texts of technology. He was responsible for the recovery of several STC fragments from the Great Librarius Omnis under Mars, and their restoration, notably leading to the recovery of the blueprints for the Land Raider battle tank and the Land Speeder fast attack vehicle both of which are named for him.

It is the first speeder built to his specifications that has become a source of awe and zeal amongst the Cult Mechanicus. It is physical proof that one man, with the Omnissiah working through him, can change the destiny of mankind on a million battlefields.

Unit Composition
1 (Unique)

Vehicle Type
- Fast Skimmer

Crew: Magos Technicus and Servitor gunner

Wargear
- Twin-Linked Plasma Cannon
- Twin-Linked Missile Launcher
- Spirit of the Omnissiah
- Searchlight

Skitarii: Land's Speeder is a Skitarii unit.

Energy Shield: A protective device has been added to Land's Speeder, so precious is the vehicle. In game terms the field increases the armour value of Land's Speeder to 14 on the front and side facings. Additionally, the speeder can choose to have any result against itself on the Vehicle Damage chart re-rolled if desired. The result of the re-roll must be applied, even if more severe.

THE LUMINEN HOST

180 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Electro Avatar	5	4	6	4	3	4	3	10	3+
Electro Priest	4	3	4	4	1	3	2	8	4+

The ancient and secretive order of the Luminen is occasionally seen amongst the Skitarii legions bringing their own unique abilities to the battlefield in service of the Machine-God. At the heart of a Luminen Host is the legendary Electro-Avatar, a being able to tear through the enemy leaving behind a trail of blackened and twitching corpses.

Host Composition
- 1 Electro Avatar (Unique)
- 3 Electro Priests

Unit Type
- Infantry

Wargear
- Electoos (saves are invulnerable)

Special Rules
- Skitarii
- Touch of the Luminen
- Furious Charge
- Heavy Bionics
- Fearless
- Fleet
- Scout

Retinue:
The host may be joined by up to three Electro Priests for +30 pts each.

Shocking Company: The unit may not be transported in a vehicle or joined by an independent character because of the violent electrical field surrounding the Luminen Host.

Diviso Luminen
Electro Priest units are no longer 0-1 if the army includes the Luminen Host

TROOPS

HYPASPIST MANIPLE

110 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Hypaspist	3	3	3	3	1	3	1	7	4+
Hypaspist Tribune	3	3	3	3	1	3	2	8	4+

Drawn from the Forge World planets assigned to accompany the Magos on their missions, Tech-Guard (Hypaspists to use their formal title) forms the backbone of the military might of the Cult Mechanicus. More than simple servitors, they are among the millions of human that call the Forge World home. They are devoutly loyal to the Cult of the Machine, well-trained and equipped with some of the finest weapons the Mechanicus can construct. Hypaspists are usually tasked with supporting the Titan Legions, Ordinatus and other marvels of the Machine God in open warfare.

Maniple Composition
- 1 Hypaspist Tribune and 11 Hypaspists.

Unit Type
- Infantry

Wargear
- Hellgun
- Frag Grenades
- Carapace Armour

Special Rules
- Skitarii

Options
- The Tribune may replace their Hellgun with a Hell Pistol and close combat weapon for +5 points.
- The Tribune can replace their Hellgun or Hell Pistol with a weapon from the following list: Power Weapon +10 pts or a Power Fist at +15 pts.
- The Tribune may take a servo arm at +20 pts and melta bombs at +5 pts.
- Two Hypaspists can be armed with a weapon from the following list in place of their Hellgun: Plasma Gun at +15 pts; Melta gun at +10 pts; Grenade Launcher or Graviton Gun at +5 pts.

Transport: The Hypaspists may be deployed in Termites for +50 pts per maniple (see dedicated transport section).

SAGITTARII MANIPLE

150 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Sagittarii	3	3	3	4	2	3	1	7	4+
Sagittarii Tribune	3	3	3	4	2	3	2	8	4+

Where large amounts of enemy armour are expected to be encountered, Hypaspist units are reinforced with machines known as Sagittarii. These Sagittarii are four legged equine-like constructs armed with heavy weapons to provide hard hitting support coupled with a mobile response to changing battlefield circumstances.

Maniple Composition
- 1 Sagittarii Tribune and 4 Sagittarii

Unit Type
- Beasts – Sagittarii (including the Tribune) count as two models for transport purposes

Special Rules
- Skitarii
- Relentless
- Heavy Bionics

Wargear
- Carapace Armour
- Hell Pistol
- Multi-Lasers (Sagittari)
- Signum (Tribune)

You may take a Sagittarii Maniple for each Hypaspist Maniple in your army. They do not count towards your TROOPS choice limit.

Options
Any Sagittarii may exchange their Multi Laser for a Heavy Bolter or Heavy Graviton Gun at +5 pts; Autocannon, Multi-Melta; Missile Launcher +10 pts; Lascannon or Plasma Cannon at +15 pts.

The Tribune can replace their Hell Pistol with a weapon from the following list: Power Weapon +10 pts or a Power Fist at +15 pts. The Tribune may take a servo arm at +20 pts.

Signum
Relaying a myriad of targeting data to the Tribune, the Signum is used each turn in lieu of the Tribune making a shooting attack of his own. One Sagittarii in the maniple is Ballistic Skill 5 for the remainder of the Shooting phase. Declare that the Signum is being used before any rolls to hit are made.

Century: Eight Hypaspist Maniples, a Skitarii Consul and a unit of Protectors may be taken as a single Troops choice for selection, deployment and reserves purposes. In all other respects, they are treated and used as separate units. The units gain the Stubborn rule if deployed as a Century. Any minimum requirements for an army force organisation chart are ignored if they can be fulfilled by units in the Century.

MENIALS

40 POINTS

The vast majority of those who serve the Machine-God do so in near total ignorance of the greater work carried out by the Cult Mechanicus. They are the Menials, human serfs who carry out the myriad of lowly tasks that it is not worth the time programming a Spirit of the Omnissiah to carry out. On the battlefield they receive additional cybernetic grafts to compensate for their lack of combat skill, but these grafts tend to be bulky and cumbersome. A few Menials receive a glimmer of attention from an inducted member of the Cult Mechanicus and they are elevated to the ranks of an Improved Menial. But for each one that does so, a thousand perish in the dark networks of the Machine. Unheralded, unremarked and unremembered.

	WS	BS	S	T	W	I	A	LD	Sv
Menial	2	2	3	3	1	3	1	5	6+
Improved Menial	3	3	3	3	1	3	1	7	4+
COG	4	3	5	5	3	2	3	5	5+

Mob Composition
- 10 Menials.

Unit Type
- Infantry – COGs count as two models for transport purposes.

Special Rules
- Skitarii
- Furious Charge
- Fearless

Wargear
- Las Pistol

Options
- The Mob may include up to an additional twenty Menials for +4 pts each.
- Up to ten Menials may be upgraded to COGs for +26 pts. Combat OGryns are usually deployed alongside bands of Menials to give them added punch on the battlefield. COGs replace their Las Pistol with a Close Combat Weapon.
- One Menial may be upgraded to an Improved Menial for +10 pts. The Improved Menial is armed with a servo arm.

Grist to the Mill
So low are the Menials in the eyes of the Cult Mechanicus that they may never be joined by a Skitarii character.

0-1 ELECTRO PRIESTS

90 POINTS

Electro-Priests from the ancient and secretive order of the Luminen are occasionally seen amongst the Skitarii legions bringing their own unique abilities to the battlefield in service of the Machine-God. Whipping across the battlefield on discharges of arcane energy, the Electro-Priests are able to levitate for short busts of speed as well as deliver massive electrical discharges through their bodies leaving behind them a trail of blackened and twitching corpses.

	WS	BS	S	T	W	I	A	LD	Sv
Electro Priest	4	3	4	4	1	3	2	8	4+

Unit Composition
3 Electro Priests

Unit Type
- Infantry

Wargear
- Electoos (Saves are Invulnerable)

Special Rules
- Skitarii
- Touch of the Luminen
- Furious Charge
- Heavy Bionics
- Fearless
- Fleet
- Scout

Retinue:
- The squad may be joined by a further three Electro Priests for +30 pts each.

Shocking Company: The unit may not be transported in a vehicle or joined by an independent character because of the violent electrical field surrounding the Electro Priests

ELITES

0-1 MYRMIDON ASSAULT ENGINE

155 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Myrmidon Assault Engine	3	4	10(6)	3	2 (3)	13	12	10

Designed as a mobile battlefield support unit, Myrmidon Assault Engines are heavily armoured walkers equipped with ancient and arcane technology. Normally equipped with a pair of vicious pneumatic claws, a Myrmidon Assault Engine is often referred to as an 'Evicerator Engine' by the Skitarii. There are three known variants of Myrmidon, the comparatively more common Centurion and the rarer variants known as Maximus or Magnus class.

Vehicle Type
- Walker

Unit Composition
- 1 Myrmidon

Crew: Servitor

Special Rules
- Fleet

Wargear
- Two Dreadnought Close Combat Weapons
- Twin-Linked Autocannon
- Icon of the Machine God
- Searchlight
- Smoke Launchers
- Insectomorphic

Options

- A Myrmidon Assault Engine may lose the Fleet special rule and replace a Dreadnought Close Combat weapon (losing an Attack) to be upgraded to one of the following variants:

  Centurion – armed with a Conversion Beamer
  Maximus – armed with a Graviton Cannon
  Magnus – Armed with a Shockwave Cannon

- May take any of the following: Extra Armour +15 pts, Skitarii Crew at +15 pts.
- A Myrmidon Assault Engine may replace their Autocannon with a weapon from the following list: a Twin-Linked Heavy Bolter, Heavy Graviton Gun, Missile Launcher or Multi-Melta at no additional pts cost; a Lascannon or a Plasma Cannon at +15 pts

Conversion Beamer: *One of the Adeptus Mechanicus most closely guarded treasures from before the Heresy is the Conversion Beamer, a technology capable of projecting streams of energy that render the particles in its target unstable. On impact, the streams cause solid matter to break down in a vast chain reaction leading to explosion. The further away the target, the more devastating the blast as the beam has time to grow in power.*

Range: up to 18"	**Str 6**	**AP -**	**Type: Heavy 1, Blast**
Range: 18" - 42"	**Str 8**	**AP 4**	**Type: Heavy 1, Blast**
Range: 42"- 72"	**Str 10**	**AP 1**	**Type: Heavy 1, Blast**

Graviton Cannon: *Requiring additional Spirits of the Omnissiah to wield effectively, the field of high-gravity the weapon projects is most effective against living creatures. Only the sturdiest of protection such as power armour can even hope to withstand the incredible crushing pressure placed on the target.*

Rng: 12" Str 6 AP 4 Type: Heavy 1/Template/Pinning

When firing the Graviton Cannon pick a target unit and place the flamer template so that it is at least partially over as many unit members as possible. The whole template must be in range and line of sight. All models partially or wholly under the template are hit automatically. Fliers cannot be hit by the Graviton Cannon.

Any unit hit by the Graviton Cannon will move as in difficult terrain until next Mechanicus turn. If the affected unit is already in difficult terrain then it rolls one less dice than normal too determine its maximum move. A vehicle hit by a Graviton Cannon must take a dangerous terrain test if it moves in the following Movement phase. This even applies to skimmers whose delicate grav-engines are pummelled by the gravity waves.

Shockwave Cannon: *Based on the larger scale sonic weaponry found on the dreaded Ordinatus, the Shockwave Cannon Emits vibrations at the subatomic level, making a mockery of the sturdiest armour and turning its strength against its owner. The more dense the matter the greater the explosive force, making Shockwave Cannons exceptionally deadly to heavily armoured targets.*

To fire the Shockwave Cannon, draw a line from the weapon to a point up to 18" away within the Magnus' line of sight (using the red measuring stick you get in the Assault on Black Reach boxed set is ideal for this). Should the line touch any model in a unit, each unit takes d6 hits. To wound the target you must roll equal to or over the target's armour save (so Chaos Marines are wounded on a 3+ while Eldar Guardians are wounded on a 5+). Models that have no armour, or only have an invulnerable or cover save are wounded on a 6+. No armour saves or cover saves are permitted from a wound by a Shockwave Cannon as the parts of the target literally explodes from the inside out.

If the beam touches a vehicle, you roll to hit as though it were a close combat attack. This is because of the relatively slow speed of the beam but the devastating effect it has if it does hit. For example a beam crosses a land raider. Because it moved at combat speed in its previous turn, the land raider is hit on a 4+. If it had not moved it would be hit automatically. All hits count as glancing.

0- 1 CYBERNETICA COHORT

135 POINTS

The Adeptus Mechanicus is divided into many sub-branches and divisions. Each specialises in one of the myriad areas of the technical arcana. The Legio Cybernetica is one of the oldest parts of the Adeptus Mechanicus. Its records stretch back almost unbroken to the very first days of the Imperium and, it's assumed, to the times before the Imperium. The Legio has a long history, and its members regard themselves as an elite battle force. However the Imperium is rife with suspicion regarding the Legio Cybernetica as it was the first amongst the Mechanicus to declare for Horus during the Great Heresy.

	WS	BS	S	T	W	I	A	LD	Sv
Robot	3	4	5	5	2	1	2	7	3+

Cohort Composition
- 3 Robots.

Unit Type
- Infantry – Robots count as two models for transport purposes.

Special Rules
- Relentless
- Fearless

Wargear
- Heavy Bolter (Robots)
- Power weapon

Options
- The Cohort may include up to an additional two Robots for +45 pts each.
- Any Robot may replace its Heavy Bolter with one of the following weapons: a Heavy Graviton Gun at no additional pts cost, an Autocannon, missile launcher or multi-melta at +10 pts, a lascannon at +15 pts or plasma cannon at +20 pts.
- Any Robot may purchase an additional power weapon at +5 pts.
- Any Robot may replace either power weapon with a twin-linked bolter at +5 pts; a power fist or a Graviton Gun at +10 pts or a thunder hammer or heavy bolter at +15 pts each.

Transport:
The Cohort may be deployed in a Termite for +50 pts (see dedicated transport section).

Mindlock
The machine brain of a Robot functions poorly unless constantly supervised. A cohort of Robots must test for Mindlock at the start of each friendly turn. Roll a D6 for each unit of Robots on a 4+ the unit functions normally. On a 3 or less the unit may not move, shoot or assault that turn (but will fight if engaged in close combat). If a character with the Skitarii special rule joins the unit they may re-roll any failed test.

By Your Command:
Robots are normally programmed with a specific mission to carry out. At the start of the battle nominate an objective to move towards and nominate an enemy unit to target. As long as the Robots either move in a straight line (avoiding impassable terrain) towards the objective or shoot or assault their pre-selected enemy unit, they do not have to test for Mindlock.

Icons of the Machine-God:
Cybernetica are a further evidence of the power of the Omnissiah. As such, the unit counts as an Icon of the Machine-God and Robots may fire two weapons in the same Shooting phase.

PRAETORIAN MANIPLE

70 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Praetorian	4	4	3	3	1	3	1	7	4+
Praetorian Tribune	4	4	3	3	1	3	2	8	4+

The elite Skitarii, these detachments are highly prized on the battlefield and are able to undertake most missions assigned to them by the Magos. Biologically and mechanically enhanced warriors, they are utterly loyal and faithful followers of the Machine Cult creed. Not as mindlessly implacable as Servitors or as expendable as the Hypaspists, they are a potent tool if used correctly.

Maniple Composition
- 1 Praetorian Tribune and 4 Praetorians.

Unit Type
- Infantry

Special Rules
- Skitarii
- Fearless

Wargear
- Bolt Carbine
- Hell Pistol
- Frag Grenades
- Krak Grenades
- Carapace Armour
- Digital Weapons (Tribune)

Options
- The Maniple may include up to an additional seven Praetorians for +12 pts each.
- The Tribune may replace their Hell Pistol with a Plasma pistol for +15 pts.
- The Tribune can replace their Bolt Carbine with a weapon from the following list: Power Weapon +10 pts or a Power Fist at +15 pts. The Tribune may take a servo arm at +20 pts.
- The Tribune may take melta bombs at +5 pts.
- Two Praetorians can be armed with weapons from the following list in place of their Bolt Carbine: Plasma Gun at +15 pts; Melta gun at +10 pts; Grenade Launcher or Graviton Gun at +5 pts.

Transport: The Maniple may be deployed in a Termite for +50 pts or if the squad numbers five models it may take a Centaur for +35 pts (see dedicated transport section). Alternatively a single maniple may be mounted on a cybernetic riding beast at +10 pts per Praetorian. This changes the unit type to Beasts and gives them the universal special rule: Furious charge. Praetorians mounted in this way may replace their Bolt Carbine with power lances for no additional pts cost.

Power Lance: A close combat weapon. Each turn they charge, the wielder ignores armour saves as though armed with a power weapon. The lance counts as a close combat weapon in subsequent rounds of combat or on the first round if the Praetorians did not charge.

PRAETORIAN AUXILIA

40 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Auxilia	4	3	5	5	3	2	3	5	4+

Auxilia Heavy Servitors are taken by Praetorian Tribunes to provide complete protection for the Tech-priests on the battlefield. They are elite cyborgs warriors which bodyguard the Magos and protect temples, shrines and other facilities threatened with direct attack. Heavily armed and armoured they typically mass over twice the bulk of a man or more, with tracks or jointed legs to carry their immense weight. Some Auxilia are created from vat-grown giants or mind-scrubbed Ogryns. All are designed to intimidate and, if necessary, obliterate.

Maniple Composition
- 1 Auxilia.

Unit Type
- Infantry

Special Rules
- Slow and Purposeful
- Heavy Bionics
- Fearless

Bulky: Auxilia count as two models for the purpose of transport capacity.

Wargear
- Heavy Bolter
- Close combat weapon

Options
- The Maniple may include up to an additional five Auxilia for +40 pts each.
- Any Auxilia Heavy Servitor may replace its heavy bolter with a multi-melta at no additional pts cost, a plasma cannon for +10 pts each or an assault cannon or Graviton Cannon for +20 pts each.
- Any Auxilia may replace its close combat weapon with a chain fist for +15 pts.

Transport
The Maniple may be deployed in a Termite for +50pts (see dedicated transport section).

Praetorian Auxilia
One Unit of Praetorian Auxilia may be taken for each Praetorian or Protector maniple in the army. The Auxilia do not use up any Force Organisation Chart selections but are otherwise treated as a separate Elites unit. Auxilia within 6” of a Praetorian or Protector unit may re-roll their Mindlock test.

Mindlock
The altered and fragmented brain of an Auxilia functions poorly unless constantly supervised. A unit of Praetorian Auxilia must test for Mindlock at the start of each friendly turn. Roll a D6 for each unit of Auxilia on a 4+ the unit functions normally. On a 3 or less the unit may not move, shoot or assault that turn (but will fight if engaged in close combat). If a character with the Skitarii special rule joins the unit they may re-roll any failed test.

FAST ATTACK

0-1 MYRMIDON VELITES MANIPLE

190 POINTS

Hypaspists of the Diviso Myrmidon showing particular suitability for further indoctrinating and psycho-surgery are given techno-grafts which transform them into the rapid response units known as the Velites. Charged with hunting down vulnerable enemy formations such as heavy weapon teams, Myrmidon Velites use a mixture of jump packs and teleporter technology to sow discord on their foes and seize crucial objectives for the servants of the Omnissiah.

	WS	BS	S	T	W	I	A	LD	Sv
Velite	3	3	3	3	1	3	1	7	4+
Velite Tribune	3	3	3	3	1	3	2	8	4+

Maniple Composition
- 1 Velite Tribune and 11 Velites.

Unit Type
- Jump Infantry

Special Rules
- Skitarii

Wargear
- Hot-Shot Las Pistol
- Close Combat Weapon
- Frag and Krak Grenades
- Carapace Armour
- Vortex Jump Pack
- Heavy Bionics

Options

- Any Velite may replace their Hot-Shot Las Pistol for a Hot Shot Lasgun for no additional pts cost.
- Two Velites can be armed with weapons from the following list in place of their Hot-Shot Las Pistol: Graviton Gun or Grenade Launcher at +5 pts; Melta gun at +10 pts or a Plasma Gun at +15 pts.
- The Tribune may replace their Hot-Shot Las Pistol with a Plasma pistol for +15 pts.
- The Tribune can replace their close combat weapon with a weapon from the following list: Power Weapon +10 pts or a Power Fist at +15 pts. The Tribune may take a servo arm at +20 pts.
- The Tribune may take melta bombs at +5 pts and Digital Weapons at +10 points.

Vortex Jump Pack: The Velites may enter play as reserves using the Deep Strike special rules. Deep Striking in this manner always takes a Dangerous Terrain test.

Velites may also use the device to allows the unengaged squad to move anywhere on the table in their Movement Phase in exactly the same manner as if it had arrived using the Deep Strike special rules. Velites Deep Striking in this manner always takes a Dangerous Terrain test.

After one use though the pack's energy supply is exhausted and the special ability cannot be used again (although the unit still act as Jump Infantry).

The Velites may either shoot or assault in the same turn that they Deep Strike but cannot do both.

CATAPHRACT RHINO SQUADRON

50 POINTS PER RHINO

One of the primary chassis with which the Cataphracti contribute to the armies of the Mechanicus is the Rhino. The precincts of the Adeptus Arbites and the various local planetary defence forces make extensive use of these vehicles. In the armoury of the Cataphracti, there are no fixed variants – instead the chassis are individually created with various consecrated oils and specifically constructed weaponry and armour so that in essence each Cataphracti tank is in fact a variant with a production run of one - these vehicles are technological marvels in their own right and each lost is irreplaceable.

	BS	FRONT	SIDE	REAR
Cataphracti Rhino	3	11	11	10

Vehicle Type
- Tank

Squadron Composition
- 1 - 2 Rhinos

Crew: Servitor

Wargear
- Pintle Mounted Twin-Linked Bolter
- Spirit of the Omnissiah
- Searchlight
- Smoke Launchers

Fire Points – 2

Transport Capacity: Ten

Access Points - 3: The Rhino has two side hatches and a rear hatch which are used as access points by the passengers.

Options:

- Any Rhino may replace its Pintle Mounted twin-linked Bolter for a Plasma Gun for +10 pts
- Any Rhino may replace all its weapons with a hull mounted Neutron Laser Projector for +80 pts or a Nova Cannon for +45 pts. It loses its transport capacity.
- May take any of the following: Extra Armour at +15 pts, Electro Hull at +20 pts, Hover Lifters at +20 pts, Insectomorphic at +15 pts, Dozer Blade at +10 pts and Skitarii Crew at +15 pts

CATAPHRACT CHIMERA SQUADRON

75 POINTS PER CHIMERA

	BS	FRONT	SIDE	REAR
Cataphracti Chimera	3	12	10	10

The Skitarii charged with the maintenance and command of the Cult Mechanicus various armoured vehicles are collectively known as the Cataphracti. One of the primary chassis with which the Cataphracti contribute to the armies of the Mechanicus is the Chimera. The armies of the Imperial Guard and the various local planetary defence forces make extensive use of these vehicles which are organised into a number of weapon fits and variants common to most Forge worlds. In the armoury of the Cataphracti, there are no fixed variants – instead the chassis are individually created with various consecrated oils and specifically constructed weaponry and armour so that in essence each Cataphracti tank is in fact a variant with a production run of one. The Chimera employed by the Cataphracti may bear a superficial resemblance to those vehicles found in other institutions of the Imperium – but these vehicles are technological marvels in their own right and each lost is irreplaceable.

Squadron Composition
- 1 - 2 Chimeras

Vehicle Type
- Tank

Crew: Servitor

Fire Points - 5

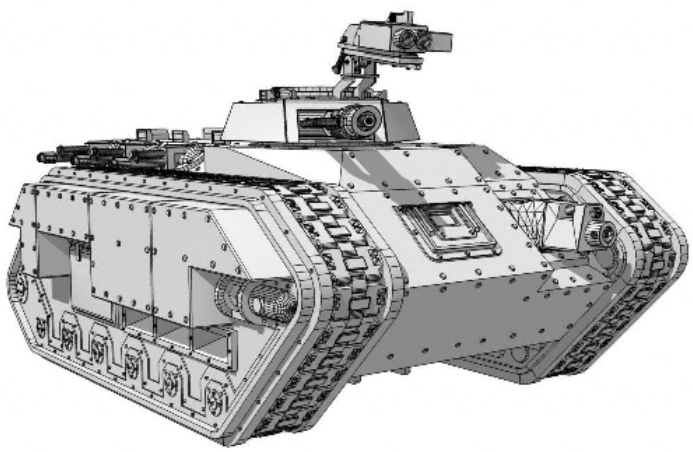
Access Points - 1: The Chimera has a rear hatch which is used as an access point by the passengers.

Wargear
- Multi-Laser Turret
- Hull Mounted Heavy Bolter
- Spirit of the Omnissiah
- Searchlight
- Smoke Launchers

Transport Capacity: Twelve

Options:

- Any Chimera may replace its Turret Mounted Multi-Laser with a Heavy Bolter or Heavy Graviton Gun for free or a Multi-Melta at +10 pts or Plasma Cannon at +15 pts.
- Any Chimera may replace its Turret Mounted Multi-Laser with a Graviton Cannon for +30 pts or a Neutron Laser Projector for +80 pts or a Nova Cannon for +45 pts. It loses its transport capacity.
- The Hull Mounted Heavy Bolter may be replaced with a Heavy Graviton Gun at no additional pts cost or a Lascannon or Plasma Cannon at +25 pts or a Conversion Beamer at +35 pts.
- May take one of the following on a Pintle Mount: a twin-linked bolter +10 pts <u>or</u> a Plasma Gun for +15 pts.
- May take any of the following: Extra Armour at +15 pts, Electro Hull at +20 pts, Hover Lifters at +20 pts, Insectomorphic at +15 pts, Dozer Blade at +10 pts and Skitarii Crew at +15 pts



0-1 WARDEN SENTINEL SQUADRON

45 POINTS

The wardens of the Cult Mechanicus are a sub-group of the Cataphracti. Their sole purpose is to protect Explorator archaotech sites and Icons of the Machine-God. Equipped with advanced forms of sentinels, they establish a wide perimeter around their sacred charge and swoop down on those foolish enough to breach their cordon.

	WS	BS	S	I	A	FRONT	SIDE	REAR
Warden Sentinel	3	3	5	3	1	11	10	10

Vehicle Type
- Walker

Unit Composition
- 1 Warden Sentinel

Crew: Servitor

Special Rules
- Move Through Cover

Wargear
- Multi-Laser
- Icon of the Machine God
- Searchlight
- Smoke Launchers

Options
- Up to two additional Sentinels may be added to the Squadron at +45 pts each.
- May take any of the following: Extra Armour +10 pts, Skitarii Crew at +10 pts.
- Each Warden Sentinel in the Squadron may replace their Multi-Laser with a weapon from the following list: a Heavy Bolter or Heavy Graviton Gun at no additional pts cost; a missile launcher, multi-melta, or auto cannon at +10 pts; a Lascannon at +15 pts; a Plasma Cannon or Assault Cannon at +20 pts.

0-1 WARDEN LANDSPEEDER

60 POINTS

The wardens of the Cult Mechanicus are a sub-group of the Cataphracti. Their sole purpose is to protect Explorator archaotech sites and Icons of the Machine-God. Should the circumstance require it, the Warden squadrons are equipped with landspeeders. Although technologically inferior to Land's original masterwork, each Warden Landspeeder is a deadly combination of firepower and speed that makes them almost unrivalled on the battlefield.

	BS	FRONT	SIDE	REAR
Warden Landspeeder	3	10	10	10

Vehicle Type
- Open Topped, Fast, Skimmer

Unit Composition
- 1 Landspeeder

Crew: Servitor

Special Rules
Deep Strike
Scout

Wargear
- Multi-Laser
- Spirit of the Omnissiah
- Searchlight

Options
- May take any of the following: Skitarii Crew at +10 pts.
- The Warden Landspeeder may replace their Multi-Laser with a weapon from the following list: a Heavy Bolter or Heavy Graviton Gun at no additional pts cost; a missile launcher, multi-melta, or auto cannon at +10 pts; a Lascannon or a Plasma Cannon at +20 pts
- The Warden Landspeeder may take a second weapon from the following list: a Heavy Bolter or Heavy Graviton Gun at +15 pts; a missile launcher, multi-melta, or auto cannon at +20 pts; a Plasma Cannon at +30 pts or an Assault Cannon at +40 pts.

HEAVY SUPPORT

0-1 BIOLOGIS LAND CRAWLER

175 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Land Crawler	3	3	10(6)	3	3	14	14	11

Based around the same STC that Arkhan Land used when developing the Land Raider, the Land Crawler is built as a mobile Genetor Biologis laboratory. Usually it collects samples from various subdued populations; however, in times of open conflict, its large manipulator claws are quite capable of collecting samples in multiple parts rather than wholly intact…

Vehicle Type
- Open Topped
- Walker

Unit Composition
- 1 Land Crawler

Crew: Servitors

Special Rules
Insectomorphic

Wargear
- Two Dreadnought Close Combat Weapons
- Hull Mounted Twin-Linked Assault Cannon
- Spirit of the Omnissiah
- Searchlight
- Smoke Launchers

Options

- May take any of the following: Extra Armour +15 pts, Skitarii Crew at +20 pts.

Genitor Biologis: The Biologis adepts onboard the Crawler are able to quickly obtain data on the enemy organisms they dissect and pass the information to the Skitarii in the field. Once the Land Crawler has killed an enemy model in close combat, all Skitarii units gain the Preferred Enemy universal rule. This ability is lost if the Land Crawler is destroyed.

CATAPHRACT LAND RAIDER

230 POINTS

	BS	FRONT	SIDE	REAR
Land Raider	3	14	14	14

The Land Raider STC was discovered by the famed Explorator Arkhan Land. During the Great Heresy its use was restricted to the forces of the Adeptus Astartes by the Emperor himself. The armies of the Adeptus Mechanicus use Land Raiders in their arsenal by means of field tests prior to the vehicle being assigned to one of the Space Marine Chapters. The Land Raider must be baptised in the fires of battle to be shown as worthy of its home amongst the Astartes, but each vehicle is precious and it is seen as a stain on the honour of the Cataphracti should such a vehicle be lost to the enemy before it has been discharged from their care.

Vehicle Type
- Tank

Unit Composition
- 1 Land Raider

Crew: Servitor

Access Points - 3: The Land Raider has two side hatches and a front ramp which are used as access points.

Transport Capacity: Twelve

Wargear
- Twin Linked Heavy Bolter Turret
- Two Graviton Cannon Sponsons
- Spirit of the Omnissiah
- Searchlight
- Smoke Launchers

Options
- The Turret Mounted Twin-Linked Heavy Bolter may be replaced with twin linked Assault Cannon at +20 pts or twin linked Lascannon at +30 pts.
- The Graviton Cannon Sponsons may be replaced with a pair of Hurricane Bolter Sponsons (each count as three twin-linked bolters) or a pair of two Twin Linked Heavy Bolters or twin Linked Lascannons for no additional cost.
- May take <u>one</u> of the following on a Pintle Mount: twin-linked bolter +5 pts or Plasma Gun or Multi-melta for +10 pts
- May take any of the following: Extra Armour +15 pts, Skitarii Crew at +20 pts.

Assault Vehicle Models disembarking from any access point may launch an assault on the turn that they do so.

CATAPHRACT LEMAN RUSS MANIPLE

160 POINTS PER LEMAN RUSS

	BS	FRONT	SIDE	REAR
Cataphracti Leman Russ	3	14	13	10

The Skitarii charged with the maintenance and command of the Cult Mechanicus various armoured vehicles are collectively known as the Cataphracti. One of the primary chassis with which the Cataphracti contribute to the armies of the Mechanicus is the Leman Russ. The armies of the Imperial Guard and the various local planetary defence forces make extensive use of these vehicles which are organised into a number of weapon fits and variants common to most Forge worlds. In the armoury of the Cataphracti, there are no fixed variants – instead the chassis are individually created with various consecrated oils and specifically constructed weaponry and armour so that in essence each Cataphracti tank is in fact a variant with a production run of one. The Leman Russ employed by the Cataphracti may bear a superficial resemblance to those vehicles found in other institutions of the Imperium – but these vehicles are technological marvels in their own right and each lost is irreplaceable.

Vehicle Type
- Tank

Maniple Composition
- 1 - 3 Leman Russ

Crew: Servitor

Special Rules

Maniple - Up to three Leman Russ per Heavy Support choice may be bought for the pts cost indicated. In all other respects, they are separate units, and do not operate as a squadron.

Wargear
- Twin Linked Multi-Laser Turret
- Hull Mounted Heavy Bolter
- Spirit of the Omnissiah
- Searchlight
- Smoke Launchers

Options (apply separately to each Leman Russ)

- The Turret Mounted Twin-Linked Multi-Laser may be replaced with a Twin-Linked Heavy Bolter, Twin-linked missile launcher, twin-linked auto cannon or twin-linked multi-melta at no additional points cost or a Battle Cannon, Graviton Cannon or Plasma Cannon at +10 pts; a Vanquisher Cannon, Demolisher Cannon, Nova Cannon, Twin Linked Lascannon or Whirlwind Launcher for +25 pts, a Gatling Cannon or Thunderfire Cannon at +40 pts or an Executioner Cannon or Rapier Laser at +50 pts.

- The Hull Mounted Heavy Bolter may be replaced with a Heavy Graviton Gun at no additional pts cost, or a Lascannon at +15 pts or Plasma Cannon at +25 pts or a Conversion Beamer at +35 pts.

- The Hull Mounted Heavy Bolter may be replaced with a Suppression Nova Cannon at +40 pts. Suppressive mode does no damage in itself and does not require a separate roll to hit. It enables the turret weapon to ignore cover saves and gain the pinning rule. A turret mounted Nova Cannon may re-roll wounds when combined with a Suppression Nova Cannon in the hull.

- The Leman Russ may have a pair of the following sponson mounted weapons: Heavy bolters or Heavy Graviton Guns at +20 pts. Lascannons or Multi-Meltas at +30 pts. Assault Cannons or Plasma Cannons at +40 pts.

- May take one of the following on a Pintle Mount: twin-linked bolter +10 pts <u>or</u> Plasma Gun for +15 pts

- May take any of the following: Extra Armour at +15 pts, Electro Hull at +20 pts, Hover Lifters at +20 pts, Insectomorphic at +15 pts, Dozer Blade at +10 pts and Skitarii Crew at +15 pts

0-1 REDUCTOR THUNDERFIRE BATTERY

90 POINTS PER CANNON

The Ordo Reductor of the Adeptus Mechanicus field powerful siege artillery known as Thunderfire Cannons. Crewed by specially trained and engineered teams known as Balisterai, even for an order within the Cult Mechanicus the Magos of the Reductor are secretive in the extreme. It is believed that the Ordo has its origins on Mars under the tutelage of the Astartes Primarch Perturabo. Whatever their pedigree, from the dark days of the Heresy until the thirteenth Black Crusade no siege work from the Ordo Reductor has ever been beaten.

	WS	BS	S	T	W	I	A	LD	Sv
Balisterai	3	3	3	3	1	3	1	7	4+
Tech Priest	3	3	3	3	1	3	1	8	3+

Battery Composition
- 1-3 Thunderfire Cannon each manned by a Tech Priest and 2 Balisterai.

Unit Type
- Artillery

Special Rules
- **Skitarii**
- **Blessing of the Omnissiah**

Wargear
- Carapace Armour
- Hellguns (Balisterai)
- Power Armour (Priest)
- Hell Pistol (Priest)
- Servo Arm (Priest)

Options
- Up to two additional Thunderfire Cannons may be added to the Battery at +90 pts each.

Thunderfire Cannon:
A large, tracked artillery piece. The Thunderfire Cannon is favoured by the Ordo Reductor for its versatile firing patterns. Each turn the Thunderfire Cannon may be fired in one of three ways.

Surface Detonation
Range: 60" Strength: 6 AP: 5 Type: Heavy 4 Blast

Air Burst
Range: 60" Strength: 5 AP: 6 Type: Heavy 4 Blast, Ignore Cover Saves

Subterranean Blast
Range: 60" Strength: 4 AP: - Type: Heavy 4 Blast, Tremors

Tremors: Any unit hit by Subterranean blast will move as in difficult terrain until next Mechanicus turn. If the affected unit is already in difficult terrain then it rolls one less dice than normal too determine its maximum move. A vehicle hit by a Tremor must take a dangerous terrain test if it moves in the following Movement phase. This even applies to skimmers whose delicate grav-engines are pummelled by shockwaves.

Blessing of the Omnissiah: If a Thunderfire Cannon is destroyed then there is a chance the Tech Priest can rekindle its angered war spirit. To attempt this, roll a D6 and if the result is a 6 then one Thunderfire Cannon is repaired and may fire as normal in the subsequent shooting phase. The repair attempt will be complete before the Shooting phase begins.

0-1 REDUCTOR RAPIER LASER DESTROYER BATTERY

100 POINTS PER CANNON

The Ordo Reductor is one of the few organisations to maintain the Rapier Laser Destroyer. A venerable design that dates back to the earliest days of the Imperium, temperamental and difficult to maintain, it has fallen increasingly into disuse over the millennia. Considerably more powerful than the standard issue Lascannon, its multi-barrel design allows for optimal armour piercing performance.

	WS	BS	S	T	W	I	A	LD	Sv
Balisterai	3	3	3	3	1	3	1	7	4+
Tech Priest	3	3	3	3	1	3	1	8	3+

Battery Composition
- 1-3 Rapiers each manned by a Tech Priest and 2 Balisterai.

Unit Type
- Artillery

Special Rules
- **Skitarii**
- **Blessing of the Omnissiah**

Wargear
- Carapace Armour
- Hellguns (Balisterai)
- Power Armour (Priest)
- Hell Pistol (Priest)
- Servo Arm (Priest)

Options
- Up to two additional Rapier Laser Destroyers may be added to the Battery at +100 pts each.

Rapier Laser Destroyer:
A large laser based weapon, the Rapier Destroyer is ideal at punching through bunkers and other heavily fortified opponents.

Range: 60" Strength: 10 AP: 1 Type: Heavy d3

Blessing of the Omnissiah: If a Rapier is destroyed then there is a chance the Tech Priest can rekindle its angered war spirit. To attempt this, roll a D6 and if the result is a 6 then one Rapier is repaired and may fire as normal in the subsequent shooting phase. The repair attempt will be complete before the Shooting phase begins.

APOCALYPSE

***The Knight Worlds**. The Knight Households operate at the fringes of the galaxy, far from the regularly traversed trade routes of the Imperium. Seeded by Explorator fleets these hardy people live a feudal lifestyle, ruling over agri-worlds that supply Mechanicus Forgeworlds with much needed food. In exchange, they receive techpriest support and stewardship of several classes of one-man warmachines known as Knights. Not true Titans, the Knights are used as much in time of peace for the protection of the valuable crops and home defence as they are in time of war where the Knight orders make up a reserve force to back up the larger Titan Legions of the Cult Mechanicus*

KNIGHT PALADIN LEGENDARY UNIT

400 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Knight Paladin	3	3	10	2	2(3)	13	13	11

The Paladin is one of the most common knight class vehicles used by the noble families of the Adeptus Mechanicus Knight Worlds. The Paladin is a balanced knight design, which is equipped with a mix of ranged and assault weapons. Using the skill of its pilot, known as a rider, the Paladin will wade its way directly towards its foes, hitting them from afar with its battle cannon before moving in for the kill in bloody assault.

Unit Composition
- 1 Knight Paladin

Vehicle Type
- Super-Heavy Walker

Structure Points: 2

Power Shield: 2

Wargear
- Right Arm Close Combat Weapon
- Left arm mounted Knight Battle-Cannon
- Chin Mounted twin-linked Heavy Bolters
- Head mounted Knight Lance
- Spirit of the Omnissiah
- Searchlight

Knight Battle Cannon (primary weapon)
Range 72" Str 8 AP 3 Ordnance 1, 7" Blast

KNIGHT LANCER LEGENDARY UNIT

400 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Knight Lancer	3	3	10	2	2(3)	13	12	11

The Lancer is a lighter and faster variant of the Paladin. Less well protected than the other Knights, a rider of a Lancer willingly sacrifices the armour and uses the more powerful engine lighter frame to put this agile knight where it is needed most.

Unit Composition
- 1 Knight Lancer

Vehicle Type
- Super-Heavy Agile Walker

Structure Points: 2

Power Shield: 2

Wargear
- Right Arm Close Combat Weapon
- Left arm mounted Neutron Laser Projector
- Chin Mounted twin-linked Heavy Bolters
- Head mounted Knight Lance
- Spirit of the Omnissiah
- Searchlight

Neutron Laser Projector (primary weapon)
Range 60" Str 10 AP 2 Ordnance 1, Blast

Shock Pulse: The pulse of the neutron laser overwhelms vehicle systems and electronics. Any non super-heavy vehicle hit by a neutron laser suffers an automatic Crew Stunned result in addition to any damage caused normally by the weapon.

Knight Lance: Though there are many different designs of Knight, a common feature to all except Warden suits is the lance. The lance is a short ranged area weapon developed from devices used for protection against rampaging Megasaurs. To affect the dull nervous systems of Megasaurs, lances needed to be very powerful. The war lances used by Knights in battle discharge all their tremendous power in a single cataclysmic blast, making them a weapon much feared by their opponents. The lance is always mounted in the Knights' visor, a practice that has given Knights a reputation of being able to kill with a single glance.

In game terms the Knight lance works as follows: Once per battle on a turn in which they initiate an assault, Knights armed with laser lances count as having Strength D attacks. In addition they may be used once per battle as a ranged weapon with the following profile: **Range: 6" S: D AP: 1**

KNIGHT WARDEN

LEGENDARY UNIT 400 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Knight Warden	3	3	10	2	2	14	13	11

The Warden forgoes all attempts at close range combat and instead mounts the heaviest firepower seen on a Knight chassis. Thunderous volleys of missiles rain down on their enemies while scything mega-bolter fire leaves none standing

Unit Composition
- 1 Knight Warden

Vehicle Type
- Super-Heavy Lumbering Walker

Structure Points: 2

Power Shield: 2

Wargear
- Two Arm mounted Mega Bolter barrels (counts as a single Vulcan Mega Bolter)
- Two Shoulder Mounted Whirlwind Launchers
- Spirit of the Omnissiah
- Searchlight

Vulcan Mega Bolter (primary weapon)
Range 60" Str 6 AP 3 Heavy 15

REDUCTOR ORDINATUS MINORIS

LEGENDARY UNIT 800 POINTS

	BS	FRONT	SIDE	REAR
Ordinatus Minoris	3	14	13	12

Ordinatus Minoris crawlers are one of the ultimate weapons available to Skitarii Consuls. The length of three Leman Russ battle tanks, they have two wide track units, one at the front and one at the rear. Between these is supported the mass of the war machine with heavy girders and steel struts supporting huge titan sized weapons.

Unit Composition
- 1 Ordinatus Minoris

Vehicle Type
- Super-Heavy Tank

Structure Points: 3

Power Shield: 3

Special Rules
- Lumbering
- Reductor Menials

Wargear
- Two Conversion Beamer Sponsons
- Two Twin-Linked Assault Cannon Sponsons
- Spirit of the Omnissiah
- Searchlight

- One of the following Primary weapon systems:

Gatling Blaster - Range 72" Str 8 AP 3 Heavy 6, 5" Blast

Laser Destroyer - Range 96" Str D AP 2 Heavy 3, 5" Blast

Plasma Destructor - Range 72" Str 8 AP 2 Ordnance 3, 7" Blast

Quake Cannon - Range G24-360" Str 9 AP 3 Ordnance 2, 10" Blast

Volcano Cannon - Range 240" Str D AP 2 Ordnance 1, 10" Blast

Reductor Menials
The Ordinatus Minoris is preceded by a procession of Ordo Reductor Menials whose purpose in life is to clear any debris or obstacles from the path of the slowly advancing warmachine. A unit of ten Menials are included with the Ordinatus Minoris at no additional cost. Further units of Menials may be purchased and upgraded as normal. As long as there is a unit of Menials within 6" of the front of the Minoris, the vehicle may move forwards. If all the Menials are killed or they move out of range of the Minoris the vehicle becomes Immobile. It may only move again if a unit of Menials is within 6" of the front of the vehicle.

CULT MECHANICUS SUMMARY

TROOP TYPES

	WS	BS	S	T	W	I	A	Ld	Sv
Archmagos Prime	4	5	4	4	3	3	3	10	2+
Auxilia	4	3	5	5	3	2	3	5	4+
Balisterai	3	3	3	3	1	3	1	7	4+
COG	4	3	5	5	3	2	3	5	5+
Electro Avatar	5	4	6	4	3	4	3	10	3+
Electro Priest	4	3	4	4	1	3	2	8	4+
Hypaspist	3	3	3	3	1	3	1	7	4+
Hypaspist Tribune	3	3	3	3	1	3	2	8	4+
Improved Menial	3	3	3	3	1	3	1	7	4+
Kane Veneratus	4	5	6	5	4	3	3	10	2+
Menial	2	2	3	3	1	3	1	5	6+
Praetorian Guard	4	4	3	3	1	3	1	7	4+
Praetorian Tribune	4	4	3	3	1	3	2	8	4+
Protectors	4	4	3	3	1	3	2	8	3+
Robot	4	4	5	5	2	1	2	5	3+
Sagittarii	3	3	3	4	1	3	1	7	4+
Skitarii Consul	5	5	4	3	3	3	3	9	3+
Servitor	4	4	3	4	1	3	1	8	4+
Tech Magos	4	4	3	4	1	3	2	8	3+
Tech Priest	3	3	3	3	2	3	1	8	3+
Velites	3	3	3	3	1	3	1	7	4+
Velites Tribune	3	3	3	3	1	3	2	8	4+

RANGED WEAPONS

	Rng	STR	AP	Type
Assault Cannon	24"	6	4	Heavy 4, Rending
Autocannon	48"	7	4	Heavy 2
Bolter	24"	4	5	Rapid Fire
Bolt Pistol	12"	4	5	Pistol
Bolt Carbine	18"	4	5	Assault 2
Executioner Cannon	36"	7	2	Heavy 3 Blast
G. Launcher (frag)	24"	3	6	Assault 1, Blast
G. Launcher (krak)	24"	6	4	Assault 1
Gatling Cannon	24"	5	-	Heavy 20
Graviton Cannon	12"	6	4	Heavy 1, Pinning, Template
Graviton Gun	Template	4	5	Assault 1 Pinning
Heavy Bolter	36"	5	4	Heavy 3
Heavy Graviton Gun	Template	5	4	Assault 1 Pinning
Hell Pistol	12"	3	5	Pistol
Hellgun	18"	3	5	Rapid Fire
Hot-Shot Las Gun	18"	3	3	Rapid Fire
Hot-Shot Las Pistol	6"	3	3	Pistol
Lascannon	48"	9	2	Heavy 1
M. Launcher (frag)	48"	4	5	Heavy 1, Blast
M. Launcher (krak)	48"	8	3	Heavy 1
Meltagun	12"	8	1	Assault 1, Melta
Multi-Laser	36"	6	6	Heavy 3
Multi-Melta	24"	8	1	Heavy 1, Melta
Nova Cannon	36"	6	4	Heavy 1 Large Blast
Plasma Cannon	36"	7	2	Heavy 1, Blast
Plasma Gun	24"	7	2	Rapid Fire
Plasma Pistol	12"	7	2	Pistol
Storm Bolter	24"	4	5	Assault 2
Rapier Laser	72"	10	1	Heavy d3
Thunderfire Cannon	60"	6	5	Heavy 4
Vanquisher Cannon	72"	8	1	Heavy 1, 2d6 Pen

VEHICLE TYPES

	BS	Front	Side	Rear
Cataphracti Chimera	3	12	10	10
Cataphracti Leman Russ	3	14	13	10
Cataphracti Rhino	3	11	11	10
Cataphracti Land Raider	3	14	14	14
Land's Speeder	4	14	14	10
Termite Capsule	3	12	12	n/a
Warden Speeder	3	10	10	10

ORDNANCE WEAPONS

	Rng	STR	AP	Type
Battle Cannon	72"	8	3	Large Blast, Ord
Demolisher Cannon	24"	10	2	Large Blast, Ord
Neutron Laser	60"	10	2	Blast, Ord
Whirlwind - Vengeance	48"	5	4	Ord 1 Barrage
Whirlwind - Incendiary	48"	4	5	Ord 1 Barrage, Ignore Cover

	WS	BS	S	I	A	Front	Side	Rear
Land Crawler	3	3	10	3	2	14	14	11
Myrmidon Assault Engine	4	3	10(6)	3	2	13	12	10
Warden Sentinel	3	3	5	3	1	11	10	10